

Creative Teaching Is About to Get a Lot Easier

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*Coming Fall 1983
For All Grade Levels*

ATARI[®] Logo

Introducing ATARI Logo, a complete computer curriculum that offers you an exciting new way to teach—at a great low price.

Reinforce Learning Skills Through Discovery

With ATARI Logo, students quickly evolve from passive to active learners as they set up problems to solve, experiment with different solutions, and try to make appropriate choices. As a teacher, you'll have more freedom to help expand students' ideas and to develop a deeper understanding of the learning process. ATARI Logo reinforces the learning skills you work so hard to teach.

Effective Teaching That's Easy to Use

ATARI Logo is the computer language that speaks your language. It lets you "talk" with a computer as you would to a friend. In the very first session, students can start creating graphics and designs, editing text, and getting comfortable with mathematical and logical thinking. You and your students progress to more advanced levels at your own pace.

Shrinking Computer Costs For Shrinking School Budgets

In addition to being a versatile and easy-to-use teaching tool, ATARI Logo is an excellent value. All you need to use it is an ATARI Computer with as little as 16K RAM memory and a TV set or monitor. A full complement of ATARI printers and program recorders is available if you want to print or save your students' work.

The Roots of a Language

The Logo language is the result of over 10 years of research led by M.I.T. professor Seymour Papert. Papert and other educators have written many studies, books, and guides to support your classwork. ATARI Logo is a special version developed by Logo Computer Systems, Inc., of Montreal.



Experience the Power of ATARI Logo

The power of ATARI Logo lies in its ability to demonstrate profound concepts in a few simple procedures. It is a dynamic, versatile tool for controlling and changing words, sentences, and shapes on the TV screen. By using ATARI Logo, students learn about geometry, math, scientific method, language, and learning itself.

How ATARI Logo Works

Programming is simply telling the computer what you want it to do, using words it understands. With ATARI Logo, those words are the same



you use everyday in the classroom. Logo programs consist of independent parts (procedures) which link together. Your students can solve large, complex problems by creating procedures to deal with individual parts of the whole. Pupils tailor ATARI Logo to suit their needs, because each procedure they write becomes part of the language. They can even use the procedures they've already created to build other procedures. Like explorers in a new world, students begin anew to name and organize experience on their own—the essence of learning.

Let a "Turtle" Be Your Guide

ATARI Logo visual designs are created by manipulating one or more "turtles" which draw paths as they move across the TV screen. While creating geometric figures in this way, the student learns how to think logically and develop problem-solving strategies. And ATARI Logo is enhanced by the already impressive graphics and color capabilities of ATARI Computers.

The ATARI Logo Package

What you get: a durable, easy-to-use program cartridge; reference card; with start-up instructions and ATARI Logo vocabulary; highly readable books, including *Introduction to Programming Through Turtle Graphics* and *ATARI Logo Reference Manual*.

If ATARI Logo sounds like the kind of teaching tool you need in your classroom, talk to your school's computer specialist. If you would like more information about ATARI Computer systems, write to:

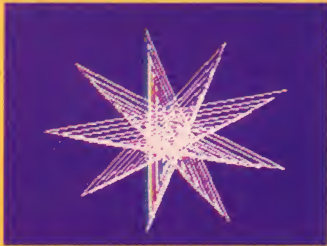
Atari, Inc.
Dept. E 023
P.O. Box 16525
Denver, CO 80216



Sample Programs

The examples below show how easy it is to create educational programs with ATARI Logo. You need only type in the few lines given for each program to show these creative displays on your own TV screen or monitor.

Spiral



```
TO SPIRAL :STEP :ANGLE  
FORWARD :STEP  
RIGHT :ANGLE  
SPIRAL :STEP + 2 :ANGLE  
END
```

SPIRAL 5 160

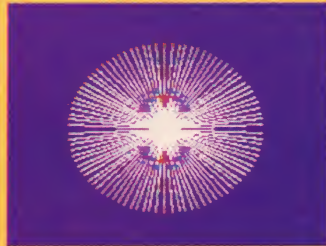
Pig Latin

```
TO LATIN :SENT  
IF EMPTY? :SENT [OP []]  
OP SE PIG FIRST :SENT LATIN BF :SENT  
END
```

```
TO PIG :WORD  
IF MEMBERP FIRST :WORD [A E I O U] [OP  
WORD :WORD "AY]  
OP PIG WORD BF :WORD FIRST :WORD  
END
```

```
PR LATIN [NO PIGS HAVE EVER SPOKEN PIG  
LATIN AMONG HUMANS]  
ONAY IGSPAY AVEHAY EVERAY OKENSPAY IGP  
AY ATINLAY AMONGAY UMANSAY
```

Starburst




```
TO DRAW  
FORWARD 70 BACK 70  
RIGHT 4  
END
```

DRAW

```
TO STARBURST  
REPEAT 90 [DRAW]  
END
```

STARBURST



 A Warner Communications Company

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